Please replace the paragraph beginning at page 5, line 6, with the following rewritten paragraph:

The design tool 122 includes a control module 202 allowing user selection of one of the various components of the design tool 122. By making an appropriate selection, the user directs the control module to invoke a character set designer module 204, a display designer module 206 or a display viewer 208, or to exit from the design tool ~~200~~ 122.

Please replace the paragraph beginning at page 7, line 9, with the following rewritten paragraph:

In order to create a character, the user selects a character in the character list 414 or alternatively types a character into an empty slot in the list 414. If the user wishes to create a new character from scratch, the user presses the "Create Character" button ~~415.~~ 430. The character list 414 preferably includes a set of default characters, but can accommodate new characters typed in by the user. For example, if the user wishes to add lower case characters to a character set previously containing only upper case characters, the user types each character into an empty position in the character list 414, selects that character and proceeds to make design choices for that character.

Please replace the paragraph beginning at page 7, line 17, with the following rewritten paragraph:

After pressing the "Create Character" button ~~415,~~ 430, the user designs the selected character by selecting or deselecting pixel positions as desired in the pixel position matrix 408. If a pixel position is selected, the matrix design for a character will include a dot at that position,

and if a pixel position is deselected, the matrix design for the character will not include a dot at that position. The user preferably selects desired pixel positions by moving a mouse pointer to a desired position and clicking on the position. Clicking on an unselected position suitably selects the position, and clicking on a selected position suitably deselects the position. The user may select and deselect pixel positions as desired until satisfied with the appearance of the matrix 408. The user may deselect all pixels at any time by pressing the "Clear Display" button 415, or may perform frequency analysis on the displayed character at any time by pressing the "Perform Frequency Analysis" button 416.

Please replace the paragraph beginning at page 8, line 22, with the following rewritten paragraph:

If the user wishes to modify an already existing character design, he or she selects the character from the character list 414 and presses the "Display Character" button 420. The pixels making up the selected character are then displayed in the matrix 408. The user modifies the matrix 408 as desired, and presses the "Save Character" button 416 417.

Please replace the paragraph beginning at page 9, line 3, with the following rewritten paragraph:

To simplify the process of character set design, the character set design module 202 204 preferably provides a default character set having a default matrix for each character in the set. The user may select the default character set and then, when a character is selected for design, the user can press the "Display Character" button 420 and the default character will appear in the

3

pixel positions in the matrix designer 406. The user can then make modifications of the already

existing character, rather than selecting every pixel position for the entire character.

Please replace the paragraph beginning at page 9, line 14, with the following rewritten

paragraph:

Fig. 5 illustrates a display design module interface form 500, providing a user interface to

the design display module 206 of Fig. 2. The interface form 500 includes first and second

character set selection lists 502A and 502B, with first and second character displays 504A and

504B adjacent to the first and second selection lists 502A and 502B, respectively. The user may

select one of the listed character sets, which represent character sets previously created and stored

using the font designer module 204. The user interface form 500 also includes a display input

interface 506, including first and second display inputs 508A and 508B. The user types desired

text into one or more of the display inputs 508A or 508B, for display on one or both of the first

or second character displays 504A or 504B, respectively. A plurality of messages can be stored

for each of the displays. In order to store messages, a user types a message in the stored message

box 510 and presses the "Cycle Through Stored Messages" button 512. After the user presses

the button 512, the message typed into the box 510 is stored and listed in the stored message list

514. When the user wishes to display a message, he or she presses the "Display Message" button

~~510~~ 515, and a message is displayed on the displays 504A and 504B, using the selected character

sets.